



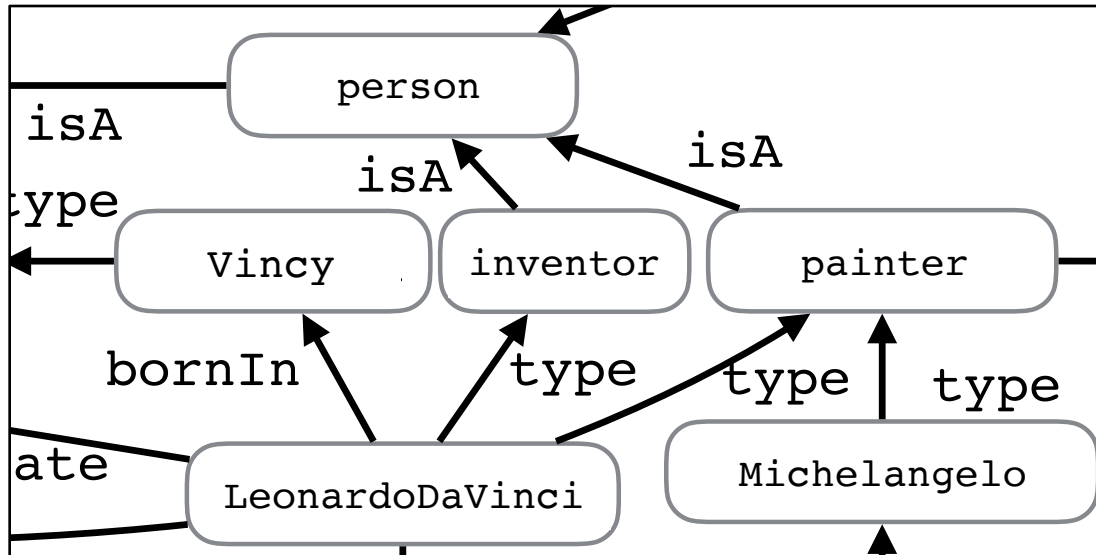
Knowledge Questions from Knowledge Graphs

Dominic Seyler (dseyler2@illinois.edu) University of Illinois at Urbana-Champaign

Mohamed Yahya (myahya6@bloomberg.net) Bloomberg LP, London

Klaus Berberich (kberberi@mpi-inf.mpg.de) Max Planck Institute for Informatics and HTW Saar

Knowledge Graph ➡ Knowledge Question



Which Italian
Renaissance painter
and inventor created
Mona Lisa?

Topic: Painters

Answer: Leonardo da Vinci

Difficulty: Easy

Distractor Hard: Michelangelo

Distractor Easy: Vincent van Gogh

Question Generation Applications

- **Education** (e.g., learning assessment tests for students)
- **Professional training** (e.g., questionnaires about products for new employees)
- **Leisure** (e.g., quiz games)
- **Human Computing / Crowdsourcing** (e.g., generate test questions as honey pots)

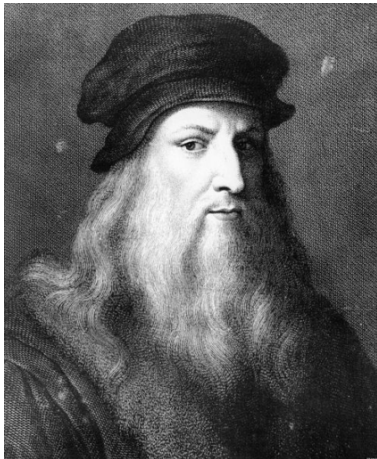


Benefits of Question Generation Automation

- Saves human resources
- Enables to generate questions on large scale
- Automatic answer evaluation through multiple-choice
- Evaluate user expertise by inferring question difficulty automatically



“Bottom-up” Question Generation



**Answer
Entity**

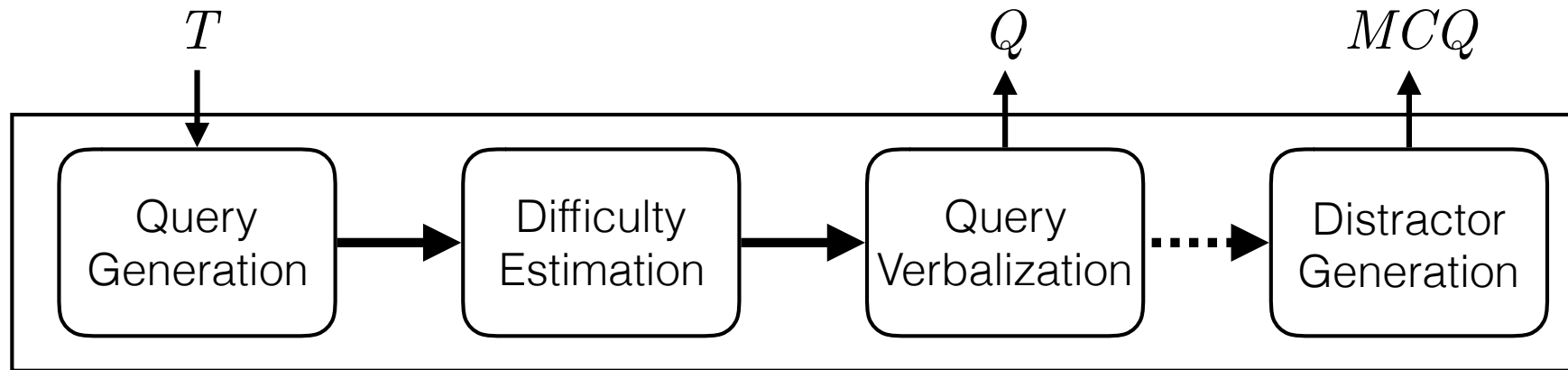
```
SELECT ?x WHERE {  
  ?x created Mona_Lisa .  
  ?x type inventor .  
  ?x It._Renaissance_painters  
}
```

Triple-Pattern Query

**Which Italian
Renaissance painter
and inventor created
Mona Lisa?**

**Natural Language
Question**

Question Generation Pipeline



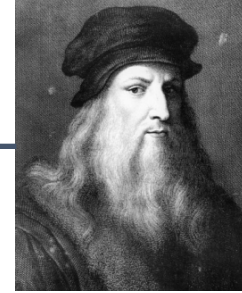
T = Topic (a set of entities related to T)

Q = Question (question and correct answer)

MCQ = Multiple Choice Question (Q with incorrect answer options “distractors”)

Query Generation

Knowledge
Graph



Leonardo_da_Vinci created Mona Lisa

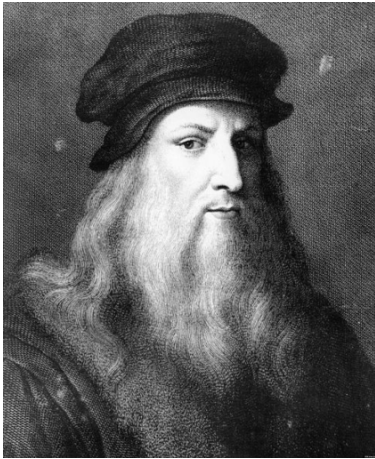
Leonardo_da_Vinci type inventors

~~Antonio_da_Vinci hasChild Leonardo_da_Vinci~~

Leonardo_da_Vinci type It._Renaissance_painters

```
SELECT ?x WHERE {  
  ?x created Mona_Lisa .  
  ?x type inventors .  
  ?x type It._Ren._painters  
}
```

Question Difficulty Example



Leonardo
da Vinci

easy

```
?x type painter .  
?x created Mona_Lisa .  
?x created Vitruvian_Man .  
?x created The_Last_Supper
```

hard

```
?x type scientist .  
?x type engineer .  
?x influences Victor_Bregeda .  
?x created Portrait_of_a_Musician
```


Question Difficulty Estimation

- Ground Truth: Jeopardy! question – difficulty pairs
 - \$200 Question -> Easy
 - \$1000 Question -> Hard
- Annotation of entities with AIDA[1]
- Training and evaluation of logistic regression classifier
- Features based on:
 - Entity salience
 - Coherence of entity pairs
 - Entity types

[1] Yosef, Mohamed Amir, et al. "Aida: An online tool for accurate disambiguation of named entities in text and tables." VLDB 2011.

Query Verbalization

- Verbalize using pattern:

Which `verbalize(type1)`, ..., and `verbalize(typem)`
`verbalize(p1,o1)`, ..., and `verbalize(pn,on)`?

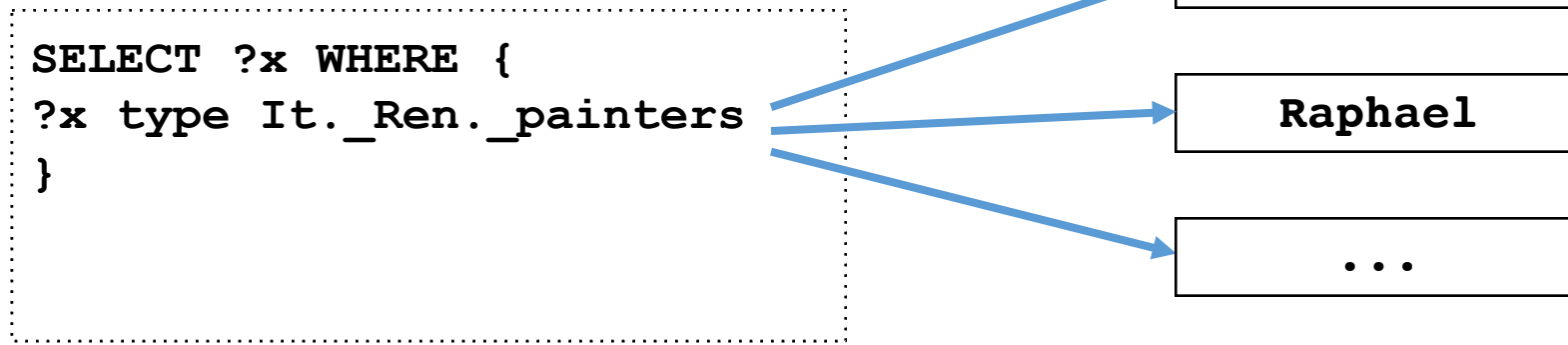
```
SELECT ?x WHERE {  
  ?x created Mona_Lisa .  
  ?x type inventors .  
  ?x type It._Ren._painters  
}
```

VERBALIZE

Which Italian
Renaissance painter
and inventor created
Mona Lisa?

Distractor Generation

- Relax Query



- All but one retrieved entities will be incorrect answers to target query
- Measure “confusability” between answer (e_a) and distractor entity (e_{dist}):

$$\begin{aligned} \text{conf}(Q, e_a, e_{dist}) = \\ 1 - |P(\text{diff}(Q, e_a) = \text{easy}) - P(\text{diff}(Q, e_{dist}) = \text{easy})| \end{aligned}$$

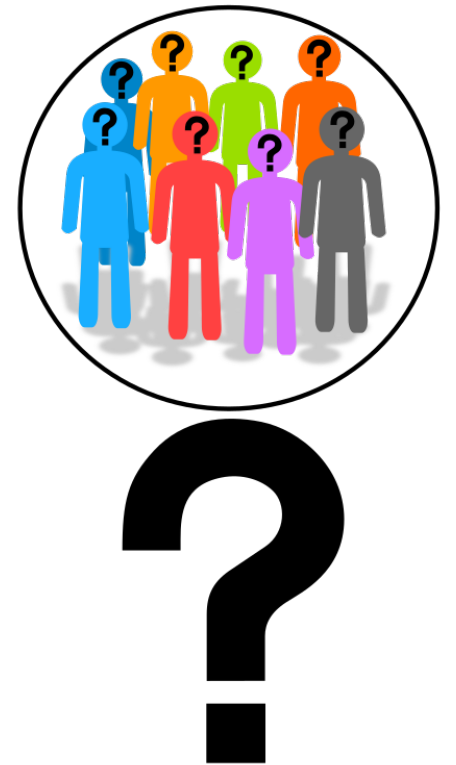
Evaluation: Question Difficulty

SAL	COH	TYPE	Accuracy
yes	yes	yes	66.4%
yes	no	yes	65.8%
yes	yes	no	62.6%
yes	no	no	62.2%
no	no	yes	60.0%
no	yes	yes	57.8%
no	yes	no	52.4%
no	no	no	50.0%

1. Evaluation on held-out data with ten-fold cross validation
2. User study to evaluate difficulty ranking of questions - Kendall's τ : 0.593, indicating moderate agreement

Evaluation: Distractor Confusability

- Crowdsourcing Experiment
- 400 Questions, each evaluated by five judges
- Evaluate whether judges agree with confusability estimate
- 76% of confusability estimates correct
- Cohen's κ of 0.521, indicating moderate agreement



Additional Resources

- Example Dataset:
<http://bit.ly/kg-questions>
- Live Demo:
<http://bit.ly/kg-questions-demo>

<Google>

3

0

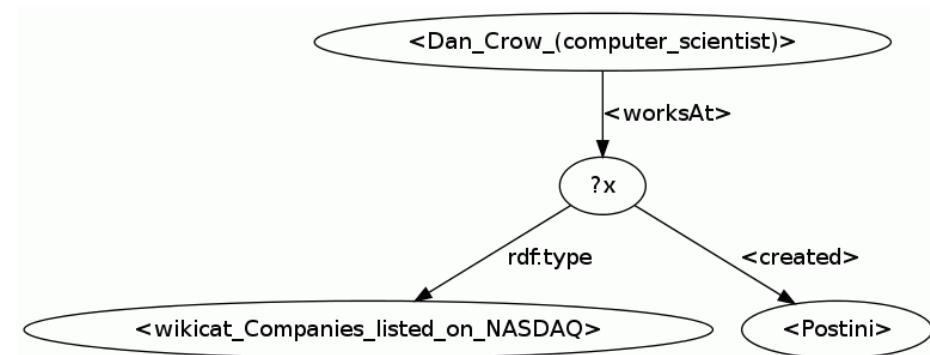
Submit

show metrics ☐

Show Sample Concepts



Question Graph



Graph Characteristics

Facts (3)

Subject	Predicate	Object
<Dan_Crow_(computer_scientist)>	<worksAt>	<Google>
<Google>	<created>	<Postini>
<Google>	rdf.type	<wikicat_Companies_listed_on_NASDAQ>

Verbalization

This company list on NASDAQ created Postini and has employee Dan Crow (computer scientist).

Summary

- Question generation applications: Education, Training, Leisure, etc.
- Can be generated on large scale and reduces human workload
- Generate question starting at the answer and retrieve question content from knowledge graph
- Represent question as query over knowledge graph and check for uniqueness of answer
- Train difficulty classifier using entity salience, coherence and type information from Jeopardy! ground truth
- Verbalize query using template
- Retrieve distractor answers by relaxing the question query and measure confusability

Knowledge Questions from Knowledge Graphs

Dominic Seyler

(dseyler2@illinois.edu)

Mohamed Yahya

(myahya6@bloomberg.net)

Klaus Berberich

(kberberi@mpi-inf.mpg.de)

